

MATHS MANIA

1. The program asks ten questions using random operands. These are printed on the carriages
2. Each correct answer increases the train's speed by ten miles per hour.
3. If the answer is incorrect then a second attempt is allowed. If this is wrong, the engine explodes.
4. Answer with a (Q) to quit playing.

(SPACE) for more.(ENTER) for main prog

MONITOR

1. Answer with (m) at any stage to access monitor records
2. The monitor stores information on the last 100 questions asked on a first in,first overwritten basis
3. Incorrect answers are in yellow
4. Press (space) to display more records (s) to stop scrolling,(enter) to return to main program

(SPACE) for more.(ENTER) for main prog

MULTIPLICATION

LEVEL	Op1	Op2
1	0-10	0-5
2	0-10	0-10
3	10-100	0-12
4	10-100	10-100, 10's
5	10-100	100-900, 100's

(SPACE) for more.(ENTER) for main prog

DIVISION

LEVEL	Op1	Op2
1	1-50	1-5
2	1-100	1-10

Levels 3,4 and 5 are same as level 2.
Answers with remainders are not used.

(SPACE) for more.(ENTER) for main prog